Protractwar 🎯

A game for 2 players

What You Need

- Graph paper or dot paper
- A sharp pencil (two different coloured pencils are even better, one for each player)
- A protractor
- A ruler

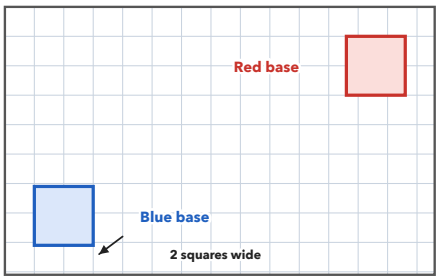
How to Win

Hit the other player's base before they hit yours!

Getting Ready

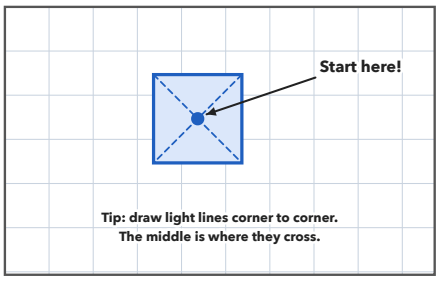
1 **Draw your bases.**

Each player draws a square in their own corner of the paper. Both squares must be the same size. For example, each side could be 2 squares long.



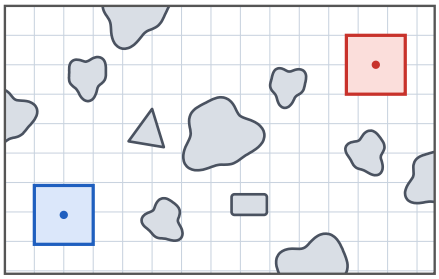
2 **Mark the middle.**

Put a dot in the centre of each base. This is where your missile starts.



3 **Add obstacles.**

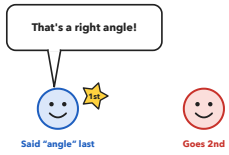
Take turns drawing blobs and other shapes on the paper. Make some of them touch the edge of the paper.



Some shapes touch the edge

4 **Pick who goes first.**

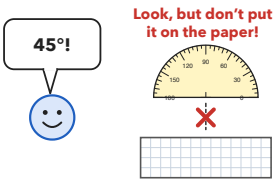
The player who said the word "angle" most recently goes first.



How to Play

1 Guess an angle.

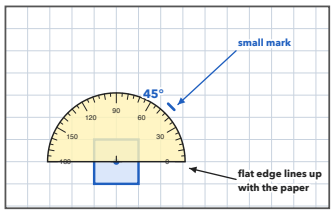
On your turn, say an angle out loud, like "45 degrees." You may look at the protractor, but you may not place it on the paper.



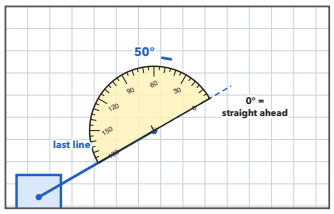
2 Measure it.

Put the protractor on the paper and find the angle you said. Make a small mark at that angle.

- **First turn:** Line up the protractor with the edges of the paper.
- **Every turn after that:** Line up the protractor with the last line you drew.



First turn

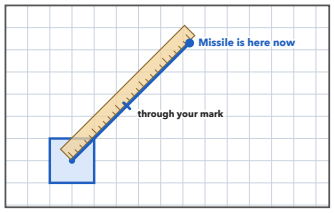


Every turn after that

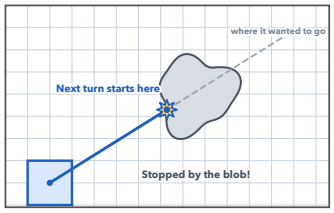
3 Launch your missile.

Use the ruler to draw a straight line from where your missile is now, through your mark. You can make the line as long or as short as you want. Where your line ends is where your missile is now.

- **Watch out for blobs!** If your line runs into a blob, your missile stops right where it touched. Your next turn starts from that spot. To stay away from a blob, stop your line before it gets there.



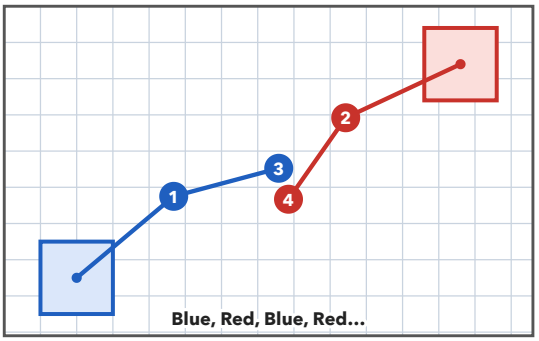
Draw along the ruler



Hitting a blob

4 Switch turns.

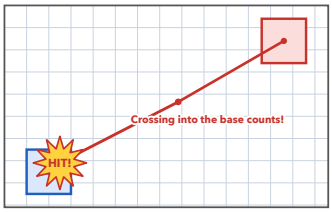
Now it's the other player's turn.



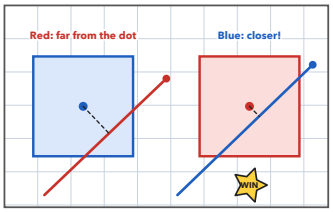
5 Keep going until someone's base gets hit.

If your line crosses into the other player's base, that counts as a hit!

- **Tie?** If both players hit a base in the same round, the winner is the player whose line passed closest to the dot in the middle of the base.



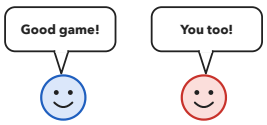
A hit!



Breaking a tie

6 Say "good game"

Shake hands! 🙂



Credits

Created by Alexander & Paul Reinheimer
Website: protractwar.com